

## Rise of the Pixel Art Games

I've been playing computer games for a long time and even though I won't reveal my true age here, I can still remember the classics. For example [Kings Quest](#), [Monkey Island](#), [Day of the Tentacle](#) or [Sam & Max](#). I had a [C64](#) and an [Amiga 500](#) and even after some years I liked to play pixel-art games on [IBM PCs](#). Years later [Age of Empires](#) or [Warcraft: Orcs & Humans](#) and many more were on my shelf as a CD. I made myself a [Steam account](#) quite late and don't play as much as I used to as a teenager, but sometimes I want to relax a little. I didn't really notice that much, but on my laptop with six cores I also bought some games with a pixel charm or watched them as Letsplay. Here I would like to present some of my favorites. This is not a professional review but just a homage to good and current pixel-art games.

### Starbound

[Starbound](#) was the first pixel-art game I bought on Steam and I played 142 hours already. I was fascinated by the main story and the loving graphics. There are a lot of Easter eggs and hidden hints in the game, which you can understand if you have already played some computer games. Unfortunately, Starbound didn't actively approach me after the main quest. I planed an entire planet and wanted to fill it completely with apartments, but after some time my processors in my laptop didn't work anymore and six cores weren't enough. Nevertheless, this game gave me a lot of nice hours.

### Gravejard Keeper

I bought [Gravejard Keeper](#) a short time ago and only invested 53 hours. The graphics are beautiful and you can see how much effort the developers put into it. All in all I like [indie games](#), because you get a lot more for your money. The game is also just a farming and quest game, but the wonderful humor of the dialogue makes a lot of difference. Unfortunately, the main story is a bit drawn out and from a certain point on you only make very slow progress. This allows you to play longer, but sometimes that's just a little too much of a good thing. Also in Gravejard Keeper I'm afraid that the game won't interest me after the main story. That's just a disadvantage with stories that just end sometime. All that remains is a nice memory.

### Stardew Valley

I wanted to buy [Stardew Valley](#), but I [only watched the LetsPlay](#). Again, the focus is on the graphics, because the game principle is very simple. You are a farmer and have to take care of your farm and if the graphics weren't there this game would be even less convincing. If I don't like something, it's repetitive tasks to do over and over again. So in Stardew Valley you have to water the vegetables every morning, feed the dog and almost every day you have to do it. Variety is only possible through the dungeons, which are also available at Gravejard Keeper or the festivals with the villagers. The longer I watched the Letsplay, the less I wanted to own the computer game. Too bad. Nevertheless, I would like to point this out here because the visual implementation is excellent.

### The final Station

[The final station](#) I found by chance, because the game is from the same studio as Gravejard Keeper. Here you are a locomotive driver in a post-apocalyptic scenario and have to fight against invaders at the different stops. The pixel graphic is kept even simpler here and it could have been an Amiga 500 game. All in all I like the dark ambience and the different grey and pastel tones. The color palette is very well worked out. Although the game could not convince me completely, but I will play it at least once completely. Maybe the story will be a bit more exciting towards the end.

### Kingdom two Crowns

I also saw [Kindom to Crowns](#) in a [LetsPlay](#) and wanted to buy it immediately. The graphics are even more similar to old games and I think that's really good. It's all a little more abstract, but still with a good design. Unfortunately Kingdom two Crowns doesn't exist for Linux, which I think is a shame. [Kingdom: Classic](#) is also available for other operating systems, but it's not said to be so good from a gaming point of view. As an alternative I put [Kingom: New Lands](#) on my Steam wish list and will buy it this year.

I have been discovering new pixel graphic games for some weeks now and find it nice that they are still up to date. I have never been the player for military action, sports or martial arts games. Rather building, strategy or something you can play in peace. If I absolutely want very good graphics (with modifications) I am still satisfied with [The Elder Scrolls V: Skyrim](#)<. Otherwise I also play 3D games, but in my heart I still have a lot of time for pixel art games.